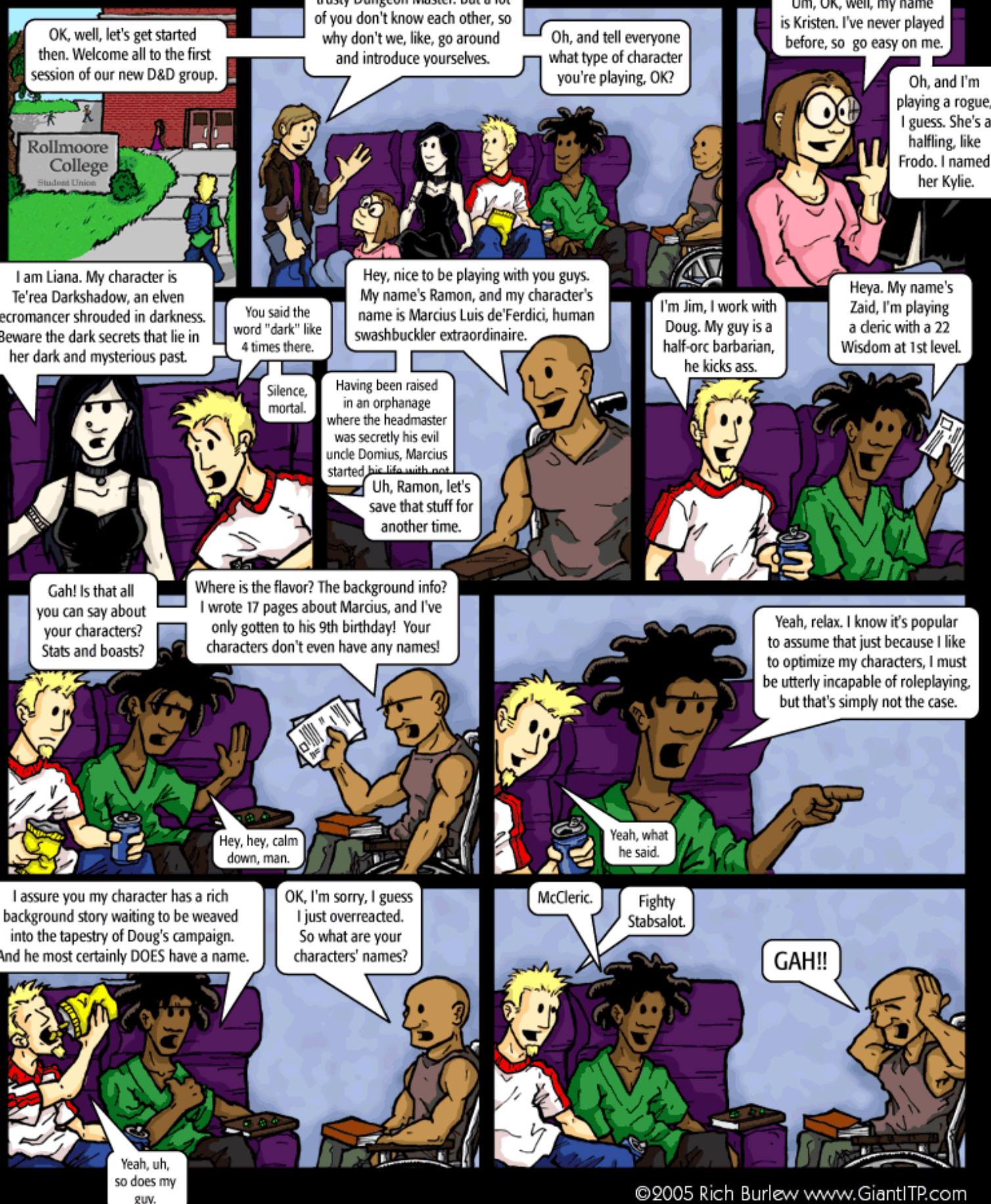


Five Foot Steps

by Rich Burlew



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Kristen, it's your turn. Zaid, you know the rules the best, so try to help her through her first combat here.

Sure, Doug.

There're three goblins in front of Kylie. Marcus is fighting one, the other two haven't reacted yet.

You want to charge and get your sneak attack damage in.

Um, OK, uh, charge, I guess.

Kylie rushes into battle, short sword drawn and ready to catch a goblin unaware.

Roll a d20.

A twenty-sided die.

A what?

Huh?

The sort of roundish one.

Oh.

Is a twelve OK?

My what?

Your Base Attack Bonus, geez. Did it hit the goblin's AC?

Depends. What's your BAB?

Sigh. AC stands for Armor Class.

Oh.

Yes, Kylie swings her little sword as hard as she can and connects with the goblin's shoulder.



The goblin's AC? Why on earth would I want to attack the goblin's air conditioning? Is it really hot in the cave?



OK, now roll damage.

How?

Which one?

The pyramid-looking one.

Three.

OK, now roll sneak attack damage. That's a d6, the cube.

That's just a regular die. Why not just say, "Roll a normal die"?

Because it's not how we do things! Now just roll it!

Five.

So you did 8 hp total.

Eight what?



hp, hp! Hit points! For crying out loud, were you paying any attention when Doug explained the rules of the game to you??



I paid enough attention to realize that "hp" and "hit points" have exactly the same number of syllables. So there's no reason whatsoever to say "hp" out loud unless you are deliberately trying to mess with the new girl, or unless you happen to be a complete jackass.



You have learned much, grasshopper.

Ever since they got rid of THAC0, new players have got no love for needlessly esoteric abbreviations.



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Finished! The town of Greenhill, the most complete and detailed work of roleplaying art I've ever created!

This will serve as their base for the rest of the campaign. I've detailed every building, every inhabitant. There's at least three dozen adventure hooks just waiting for them!

You see that the are

Does it have a tavern?

Yes, three in fact. The largest is I head for the closest.

The next day
10:09 am

And so, your team arrives in the town of Greenhill.

Nice! I love exploring towns, they're a great opportunity for some serious roleplaying.



10:17 am

I step up and order six ales.

I don't know what the rest of you are drinking.

10:41 am

I look her up and down and slur, "Honey, I don't care if you ARE the sheriff, I wouldn't—"



10:55 am



So...jailbreak?

Agreed.

11:12 am

If only we had something highly flammable...

11:28 am

RUN! RUN!!!!



11:34 am

As you hide in the hills and watch the town of Greenhill burning to the ground, you reflect on how you will never be able to return here. Ever.

Well, that was fun.

Yeah, but let's get on to today's adventure. I bet Doug has something really cool planned for us, right?

Does anyone else hear weeping?

Doug sure has been in the bathroom a long time.

11:58 am



Five Foot Steps

by Rich Burlew

Which is why my character doesn't need to blink.

Ever.

Fascinating.

Hey Kristen, is Kylie still standing in the doorway?

Um, yeah. Why?

I can also explain why McCleric can see things just as clearly while asleep as he can awake.

See, the only skill penalty associated with sleeping is to the Listen skill.

OK, then, here's a secret note for you. Don't tell anyone what it says, then pass it to Liana.

But I've read your character sheet while you were in the bathroom, and you don't have any bonuses higher than +14 for Hide.

The die reads 4, which grants a total of 22.

A +18 bonus?? What the heck is going on?

Let's see... I rolled a 10, so that gives me a total of...31.

And since it never says in the rules that my eyes need to be closed to—wait, did you just say you got a 31??

Yeah.

Does my character see anything going on with Kylie or whatever Liana's elf is named?

No, they appear to be standing in the room normally.

I try using Detect Magic on them.

Detect Evil?

Sense Motive??

Nothing.

Nothing.

Nothing.

Hey Doug, Jim rolled a 5, but I got a 51. So can you pass the Monster Manual?

GAAAH!!



I don't know what's going on, but the whole party is affected!

I cast Protection from Evil, and Sanctuary, and...I don't know, Hide from Undead!!

I sprinkle the ground around me with caltrops! And holy water!

And unholy water, for that matter!

WHEN YOU GET THIS NOTE,
ROLL A d20 AND ADD
YOUR BIRTHDAY. THEN SIT
BACK AND WATCH THE FUN.

— Doug